Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. **(Currently Amended)** A system for regulating resource consumption in a computer system used for utility work and production work, the ~~apparatus~~ <u>system</u> comprising:

an arrangement for determining ~~the utilities~~ <u>at least one utility</u> within the <u>computer</u> system;

an arrangement for deriving a throttling level for ~~each~~ <u>the at least one</u> utility which quantifies the reduction in the rate at which the <u>at least one</u> utility consumes resources; and

an arrangement for enforcing the derived throttling level for ~~each~~ <u>the at least one</u> utility<u>;</u>

<u>wherein said arrangement for enforcing the throttling level is implemented within the at least one utility;</u>

<u>wherein the system utilizes a processor to regulate resource consumption.</u>

2. **(Currently Amended)** The system according to Claim 1, wherein said arrangement for determining ascertains whether the <u>at least one</u> utility has indicated its presence with the <u>computer</u> system.

3. **(Currently Amended)** The system according to Claim 2, wherein indicating the presence of the utility within the <u>computer</u> system comprises the <u>at least one</u> utility registering with a utility manager.

4. **(Cancelled)** The system according to Claim 2, wherein said arrangement for enforcing the throttling level is implemented within the utility.

5. **(Currently Amended)** The system according to Claim [[4]] <u>2</u>, wherein the <u>derived</u> throttling level is enforced through a self-imposed sleep.

6. **(Currently Amended)** The system according to Claim [[4]] <u>2</u>, wherein the <u>at least one</u> utility is a multi-process utility and the <u>derived</u> throttling level is enforced by reducing the parallelism of ~~the~~ multi-processes.

7. **(Currently Amended)** The system according to Claim [[4]] <u>2</u>, wherein the <u>derived</u> throttling level is enforced by reducing the amount of memory used by the <u>at least one</u> utility.

8. **(Currently Amended)** The system according to Claim [[4]] <u>2</u>, wherein the <u>derived</u> throttling level is enforced by changing the granularity of locking.

9. **(Currently Amended)** The system according to Claim [[4]] 2, wherein the derived throttling level is enforced by reducing the amount of processing accomplished by the at least one utility.

10. **(Cancelled)** The system according to Claim 2, wherein said arrangement for enforcing the throttling level is implemented by an agent external to the utility.

11. **(Currently Amended)** The system according to Claim 9, wherein the derived throttling level is enforced by reducing the operating system priority of the at least one utility.

12. **(Currently Amended)** A method for regulating resource consumption in a computer system used for utility work and production work, the method comprising the steps of:

determining the utilities at least one utility within the computer system;

deriving a throttling level for each the at least one which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

enforcing the derived throttling level for each the at least one utility;

wherein said arrangement for enforcing the throttling level is implemented within the at least one utility.

13. **(Currently Amended)** The method according to Claim 12, wherein said determining step comprises ascertaining whether the <u>at least one</u> utility has indicated its presence with the <u>computer</u> system.

14. **(Currently Amended)**The method according to Claim 13, wherein indicating the presence of the <u>at least one</u> utility within the <u>computer</u> system comprises the utility registering with a utility manager.

15. **(Cancelled)** The method according to Claim 13, wherein said enforcing step comprises the throttling level being implemented within the utility.

16. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced through a self-imposed sleep.

17. **(Currently Amended)** The method according to Claim 15, wherein the <u>at least one</u> utility is a multi-process utility and the <u>derived</u> throttling level is enforced by reducing the parallelism of the multi-processes.

18. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced by reducing the amount of memory used by the utility.

19. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced by changing the granularity of locking.

20. **(Currently Amended)** The method according to Claim 15, wherein the <u>derived</u> throttling level is enforced by reducing the amount of processing accomplished by the <u>at least one</u> utility.

21. (Cancelled) The method according to Claim 13, wherein said enforcing step is accomplished by having an agent external to the utility implement the throttling level.

22. (Currently Amended) The method according to Claim 21, wherein the derived throttling level is enforced by lowering the operating system priority of the at least one utility.

23. (Currently Amended) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform a method steps for regulating resource consumption in a computer system used for utility work and production work, the method comprising, said method comprising the steps of:

determining the utilities at least one utility within the computer system;

deriving a throttling level for each the at least one which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

enforcing the derived throttling level for each the at least one utility;

wherein said arrangement for enforcing the throttling level is implemented within the at least one utility.